

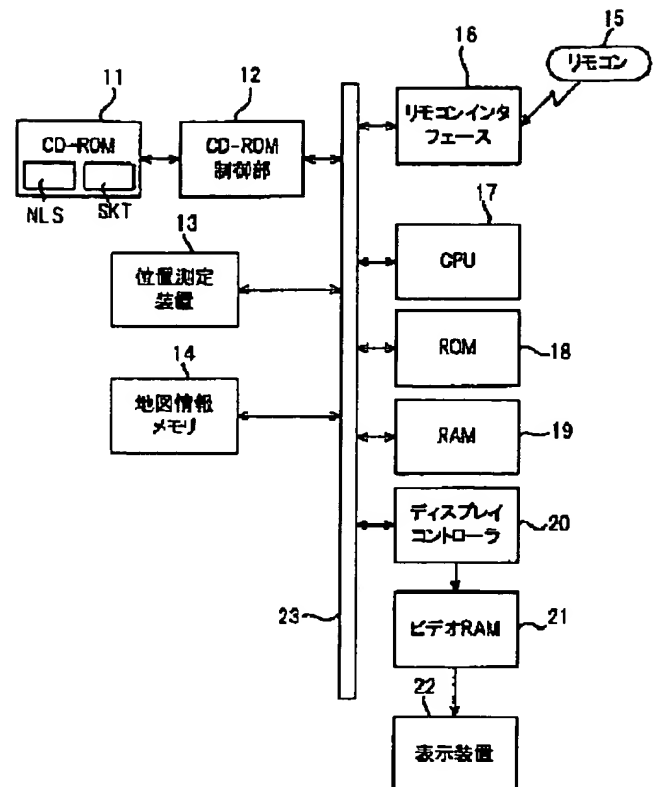
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APPLICANT : ALPINE ELECTRON INC;

INVENTOR : JOHN MCGOVERN;

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TITLE : NAME INPUT METHOD



ABSTRACT : PROBLEM TO BE SOLVED: To input the name of place with a simple operation and to reduce the number of memories to be required.

SOLUTION: A name list NLS where multiple names are registered in an alphabetical order is provided and a table SKT storing the correspondence of the presence or absence of registration in the name list NLS of the names, which have n-pieces of character arrangements at the head and n-pieces of character arrays is provided. A processor 17 judges whether the name having n-pieces of character arrays is registered in the name list NLS from the table SKT when n-pieces of character arrays at the head are inputted. When it is not registered, re-input is instructed. When it is registered, a name group having n-pieces of character arrays at the head is obtained from the name list. Then, a character which is possibly inputted in an (n+1)-th order from the name group is identified from a character which does not have possibility. The character having possibility and the character without possibility are displayed so that they can be identified.

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